IN THE CLAIMS

The following claim set replaces all prior versions, and listings, of claims in the application:

4. (Currently Amended) In a video game system having a <u>video</u> game program executing processing system for executing <u>said-a</u> video game program, <u>and-at least one</u> player controller operable by a player to generate video game control signals <u>for</u> <u>controlling the operation of said video game system</u>, <u>a player controller</u> and a portable storage device for <u>eontrolling</u>-storing said video game program <u>for controlling the</u> <u>operation of said video game system</u>; a method for operating said video game system comprising the steps:

sending a data request command to processing circuitry in said player controller to initiate the transfer of data from said player controller to said <u>video</u> game program executing processing system;

processing said data request command by processing circuitry in said player controller to initiate the transfer of data to said <u>video</u> game program executing processing system;

sending a further command to said player controller to initiate a predetermined operation in said <u>player</u> controller; and

processing said further command by processing circuitry in said player controller to perform said predetermined operation.

5. (Currently Amended) A method according to claim 41, wherein player

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controller includes a RAM and said further command is a write to RAM command.

6. (Currently Amended) A method according to claim <u>41</u>, wherein player controller includes a joystick and said data request command initiates the transfer of joystick related data to said <u>video</u> game program executing processing system.